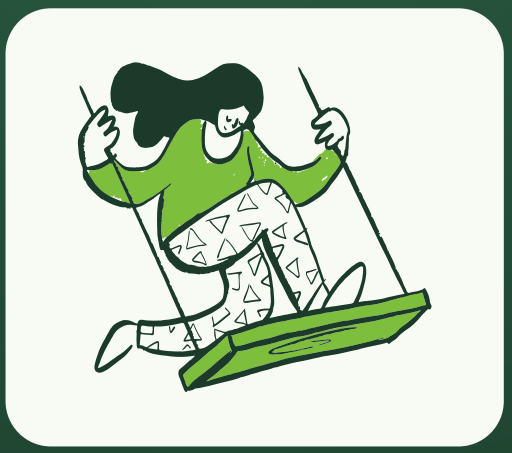
RESULT 5 · ACTIVITIES FOR SENIOR & INTERGENERATIONAL GROUPS

Two Truths and an AI



The classic party game with a twist. Two statements are true, one was written by a machine. Can your team spot the confident fake before the others do?

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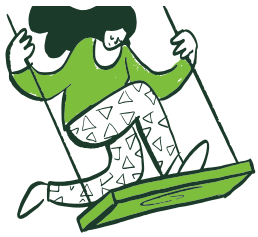
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ACTIVITY 02 · ICEBREAKER GAME · INTERGENERATIONAL

02

Two Truths and an AI



The classic party game with a twist. Two statements are true, one was written by a machine. Can your team spot the confident fake before the others do?

FORMAT	TIME	GROUP
Icebreaker game · intergenerational	30–40 min	6–24 · pairs or teams of 3–4
LETTERS	**YOU NEED**	
P	Pens, Truth slips and score sheet (Printable A), a bag or hat, one phone or tablet with an AI assistant (optional)	

THE ACTIVITY IN PLAIN WORDS

Everyone knows "two truths and a lie". In this version the lie is not invented by a player. It is written by an AI, or in the AI's style. In round one, each player writes two true things about their own life, and the facilitator adds a third, made-up "fact" that sounds just as believable. The group has to guess which one is the machine's. In round two, teams face trios of green facts: two are true, one is a confident AI-style answer that is wrong. The game is quick and funny, and it teaches the most important lesson about AI chatbots in under an hour: sounding sure is not the same as being right.

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You will need

- Truth slips and score sheet (Printable A), one set of three slips per player
- Green fact trios (Printable A, round 2), cut into cards, one trio per team per round
- Pens, a bag or hat to collect slips
- A flip chart for the scoreboard
- Optional: one phone or tablet with an AI assistant, used by the facilitator only
- Optional: a small prize, such as a jar of jam or a packet of seeds

Before the session

- Print and cut the slips. Print the green fact trios in large type, one trio per card.
- If you will use a device in round 1, practise this prompt: "Write one short, believable sentence about the life of a [age]-year-old person from [town]. Make it sound like a real memory. Do not use real names."
- If you have no device, prepare a few "AI-style" sentences yourself in advance, using the examples on Printable A.
- Draw the scoreboard with team names.
- Read the handbook chapter on thinking critically.

OPENING LINES · READ ALOUD

"Today we are playing two truths and a lie, with a modern twist. The lie will not come from any of us. It will come from a machine, or from someone pretending to be one. AI chatbots write very smooth, very confident sentences. Your job is to catch the one that sounds right but is not. Trust your own life experience. It is your best detector."

How to run it

1 **Write your truths** 5 min

Each player takes two slips and writes one true, short fact about their own life on each. Good examples: "I learnt to swim in a river", "I once met a famous footballer", "I have never eaten sushi". Keep facts surprising but not private. Players fold the slips, write their initials on the outside and put them in the bag.

2 **The robot writes** 5 min

While players chat, the facilitator takes each player's slips and adds a third slip in the same handwriting style if possible, or typed in capitals for everyone. Use the AI prompt above, or a sentence from Printable A. The third "fact" should fit the person: their age, their town, their hobbies. Shuffle the three slips for each player.

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3 Round 1: who is the robot? 10–15 min

One by one, read out a player's three slips. Teams have 20 seconds to whisper and hold up 1, 2 or 3 on their fingers. Then the player reveals which slip was the AI's. Each team that guessed right gets 1 point. If nobody guesses right, the player whose life was "faked" gets 2 points for being a good poker face. Ask the player one quick follow-up: "Tell us the story behind the true one."

4 Round 2: green fact trios 10 min

Give each team a green fact trio card face down. On "go", teams turn it over and have 2 minutes to decide which statement is the AI-style mistake, and why. Teams score 1 point for the right answer and 1 bonus point if they can name a way to check it (a label, a municipality website, an official source, a person who knows). Swap cards between teams and play two or three trios.

5 The live test optional, 5 min

If you have a device, ask the AI one of the round 2 questions in front of everyone, for example: "In Poland, does a broken drinking glass go in the green glass bin?" Read the answer aloud slowly. The group plays judge: is it right, half right or wrong? Did the AI say "check your local rules"?

6 Scores and name it 3 min

Add up the points and award the prize. Then name the key idea below.

EXAMPLE

A team in a library in Tartu hears three slips from Maie, 71. "I sang in the Song Festival as a girl." "I grew my own potatoes for forty years." "I worked as a ship's cook on a ferry to Helsinki." Her grandson Karl is sure the ferry story is the fake, because it is so specific. Wrong. Maie really did cook on a ferry. The AI wrote the potato sentence: it sounded so normal that nobody questioned it. Maie scores 2 points for her poker face, and the group notices something useful: the most believable sentence was the made-up one. In round 2, Karl's team spots that "Mirrors and drinking glasses go in the bottle bank" is the mistake, and earns the bonus point by saying: "Check what is printed on the container."

KEY IDEA

AI chatbots predict words that sound likely. They do not check facts the way a person does. That is why they can produce fluent, believable sentences that are simply untrue. The companies that make chatbots say this themselves: ChatGPT, for example, shows the warning "ChatGPT can make mistakes. Check important info." under its answers. The G-PRO method is the answer: **ASK** the AI, **EVALUATE** together, **DECIDE** yourself. Source: G-PRO Handbook, Thinking critically; chatbot providers' own on-screen warnings.

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Debrief

1

What happened?

Which robot sentences fooled the most people? Were the fakes the strange sentences or the ordinary ones?

2

So what?

If a machine can make an ordinary, sensible-sounding sentence about your own life, what does that mean for answers about medicine, money or recycling rules? Which of your life experiences helped you spot the fakes?

3

Now what?

What will you do the next time an AI, a website or a friend tells you something with great confidence? Agree one checking habit as a group, such as "ask for the source" or "check the official website".

Make it work for your group

- **Limited mobility, sight or hearing:** Everyone stays seated. Read every slip twice, slowly. Use large printed number cards (1, 2, 3) instead of fingers. A helper can write slips for players who find writing hard.
- **Intergenerational version:** Pair each older player with a younger "assistant". The assistant writes the slips the older player dictates, and operates the device in step 5. In round 1, mix the generations: young people try to spot the fake in a grandparent's life, and the other way round. Seniors usually win, which is part of the fun.
- **No-device version:** Use the ready-made AI-style sentences and fact trios on Printable A. The game works fully on paper.
- **Online or hybrid version:** Players send their two truths privately to the facilitator by chat before the session. Teams vote with the poll function or by holding up 1, 2 or 3 to the camera.
- **Short version (20 min):** Skip round 1. Play three green fact trios, then do a one-question debrief: "What will you check next time?"

WATCH OUT

Some people may feel exposed sharing facts about their lives. Make it clear that facts can be light and funny, and that nobody has to share anything personal. Never type real names, addresses or health details into an AI tool: describe people in general terms only ("a 70-year-old from Braga"). If the AI writes something unkind or stereotyped about older people, stop and discuss it: that is a useful lesson too.

OWN IT

"This week, before I believe or pass on a surprising fact from AI, a website or a message, I will check it in one official place." Or: "On Sunday I will ask an AI one question about my town and check the answer with the town hall website."

Related: Thinking critically · G-PRO cards: AI-17 Find What AI Gets Wrong, AI-12 The Follow-Up Question, AI-09 Does AI Know Your Area?, W-13 Knowledge Check

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